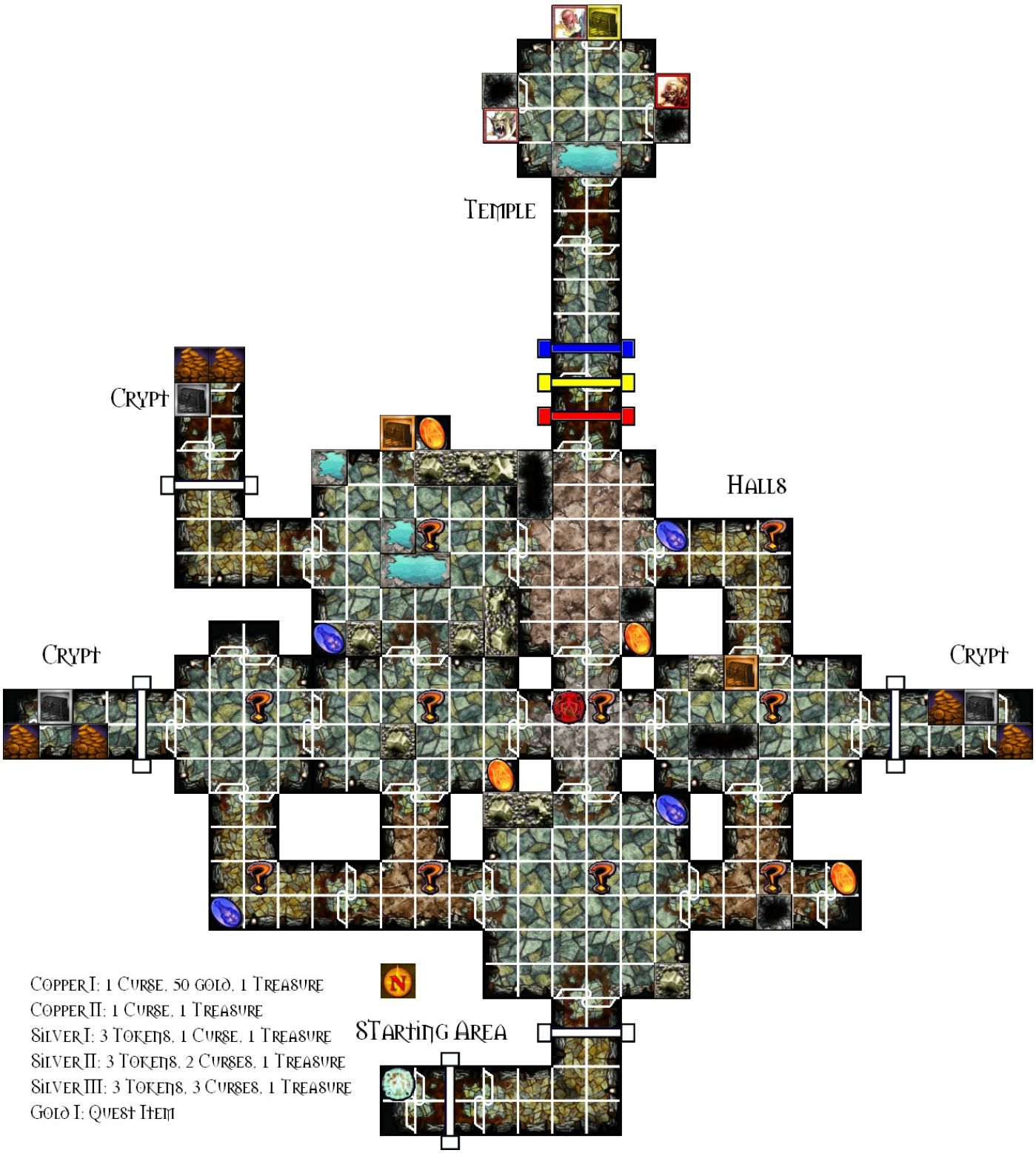

Copper I: 1 Curse, 50 Gold, 1 Treasure
Copper II: 1 Curse, 1 Treasure
Silver I: 3 Tokens, 1 Curse, 1 Treasure
Silver II: 3 Tokens, 2 Curses, 1 Treasure
Silver III: 3 Tokens, 3 Curses, 1 Treasure
Gold I: Quest Item

Fan Created Scenario.
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Hall of Heroes

By Lasse Jensen

Scenario Background

After years of research in the ancient libary of Lengh, you discover a mighty artifact burried not far away. Its the Armour of Relife, and it is hidden in a tomb. The tomb have been raided multible times in historiy, but the armour have never been found. You decide to give it a try.

Mission Goals

Find the Armour of Relife and bring it back to the city.

Starting Area

You walk down the stairs that leads into a small arrival room. A heavy stone door stands before you.

Crypts

There a 3 areas called the crypts. Alle 3 areas are treatet the same way.

The heavy stone door slides open suprisingly easy. Within the tomb, you see a huge stone coffin surrounded by piles of gold. Whoever is burried down here was of great wealth and power.

The chest cannot be opened, unless all other players are placed around the opening player. No traps can be played on the chest! Once all players are placed around the chest and someone opens it, the following happens:

As you lift the stone lid on the coffin you hear a deep howl and feel a chilly gust of wind almost knocking you down and blowing out all torches. After getting the light back you realise, that the stone door behind you have been shut again.

You examin the coffin, but all you find is a blue/yellow/red gem, and no corpse...

When the chest opens, the door to the crypt is closed and must be opened by the players again. Besides the usual treasures, the heroes also find a key (blue, red or yellow - whatever they have not found yet).

When the door is opened again, the halls have respawned, and is treated as a new area (se the Halls). The doors to the crypts cannot be opened by monsters. Boggs may wait in the halls, but he does not prevent the respawns.

Halls

You open the doors into a huge dungeon. As you step into the halls, rats and other vermin flee out of the door. While you wonder why the vermins flee to you and not away from you, you hear more sounds, and you soon realise, that the halls are habitated by more than just vermin.

The hallways have 10 graves. The graves do not block line of sight or movement. The halls respawn 4 times during this adventure. Each time the players re-explore the halls, stronger enemies emerge from the graves. Chests and treasure do not respawn however.

The first time the area is explored, the room is set up as normal. Each grave (question mark counter) indicates a spawning point for a creature. The overlord places the 10 initial monsters on the graves.

Each time, that the players have opened a chest in each of the crypts, the doors to that crypt is closed. When the players open the door to the halls again, 10 new (additional) monsters are placed.

Initial monsters:
2 x Skeleton Archer, 1 x Master Skeleton Archer, 2 x Beastman, 1 x Master Beastman. 1 x Bane Spider, 2 x Razorwing, 1 x Sorceror

1.st respawn
2 x Razorwing, 1 x Sorceror, 1 x Master Sorceror, 1 x Ogre, 1 x Naga, 1 x Hellhound, 1 x Master Hell Hound, 1 x Manticor, 1 x Giant

2.nd respawn
1 x Bane Spider, 2 x Ogre, 1 x Master Ogre, 1 x Naga, 1 x Master Naga, 1 x Manticor, 1 x Master Manticor, 1 x Dragon, 1 x Demon

3.rd respawn
1 x Sorceror, 2 x Naga, 2 x Ogre, 2 x Manticor, 1 x Master Dragon, 1 x Master Demon, 1 x Master Giant

When the players enter the Halls after a respawn, read the following.

When you finally manage to open the stone door again, you realise that more creatures have escaped their graves.

Temple

You activate the last magical sealed door, and discover a long corridor leading down to a temple. The air is cold and the darkness is next to black. The souls of the heroes you have disturbed are all gathered here and guarding their unholy temple. In the far end of the temple you see a shining cermonial armour floating in the air. When you approce, the souls step out of the shadows to attack.

The 3 undead heroes have the following stats:
Master Beastman: HP+10, Armour+10, Damage+10, Command 3, Sweep
Master Sorceror: HP+10, Armour+5, Sorcery 5, Blast 2, Stun, Aura
Master Skeleton: HP+10, Armour+5, Piercing 10, Range+10, Fear 3, Quick Shot

The gold chest contains the Armour of Reliving, eg. the player "opening" the chest gains the armour. No other effects takes effect from the chest, and no traps can be played at the chest. The Armour of Reliving have the following stats: Armour 3, Use regains all lost life each turn. If a player with the armour dies, he drops the armour, and the gold chest is placed again, in the square where the player died (adjacent empty square, if player died on an obstecal.

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